

FIG. 1A

FIG. 1B

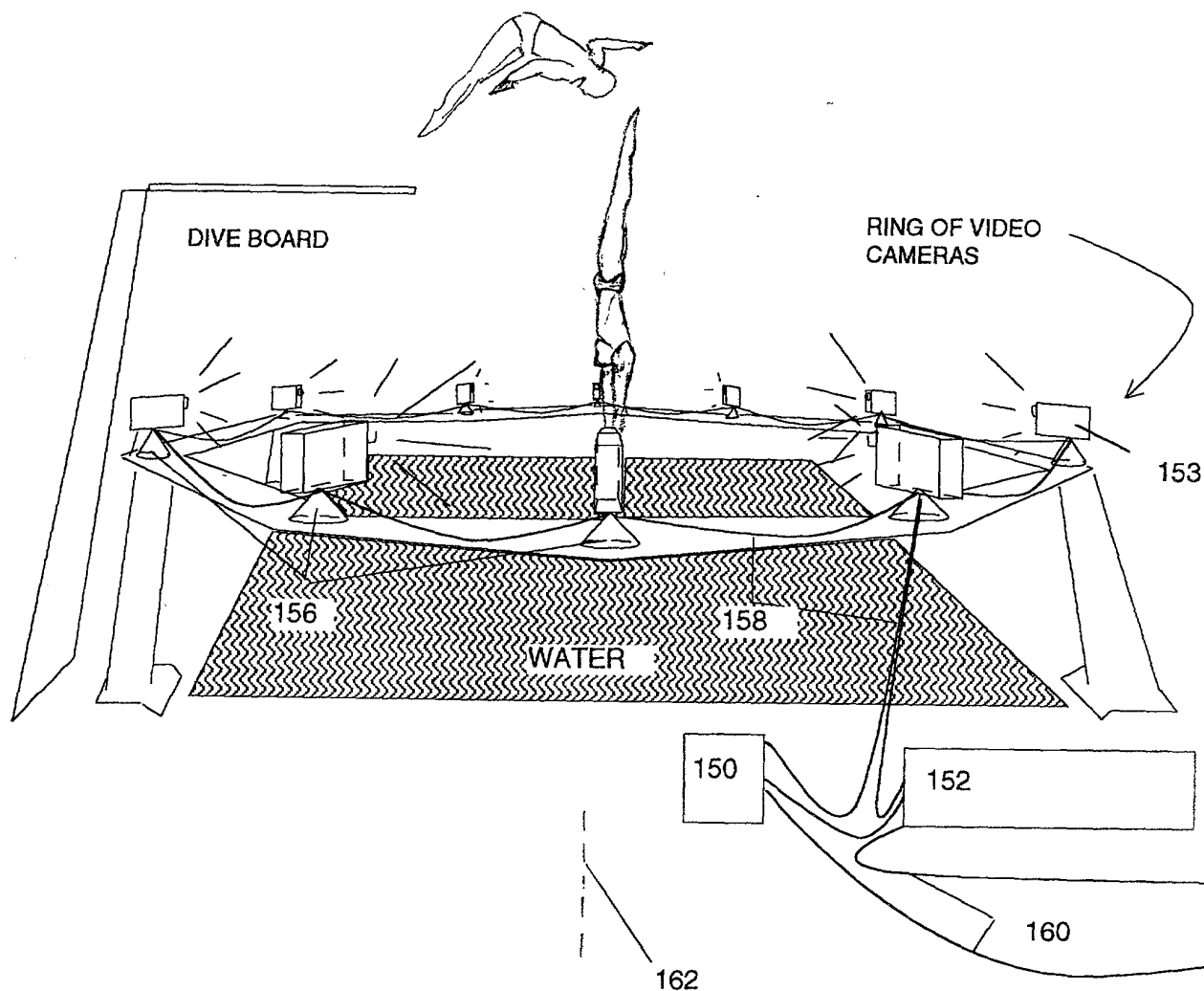
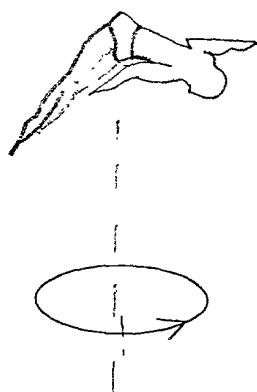


FIG. 1C
DIVER



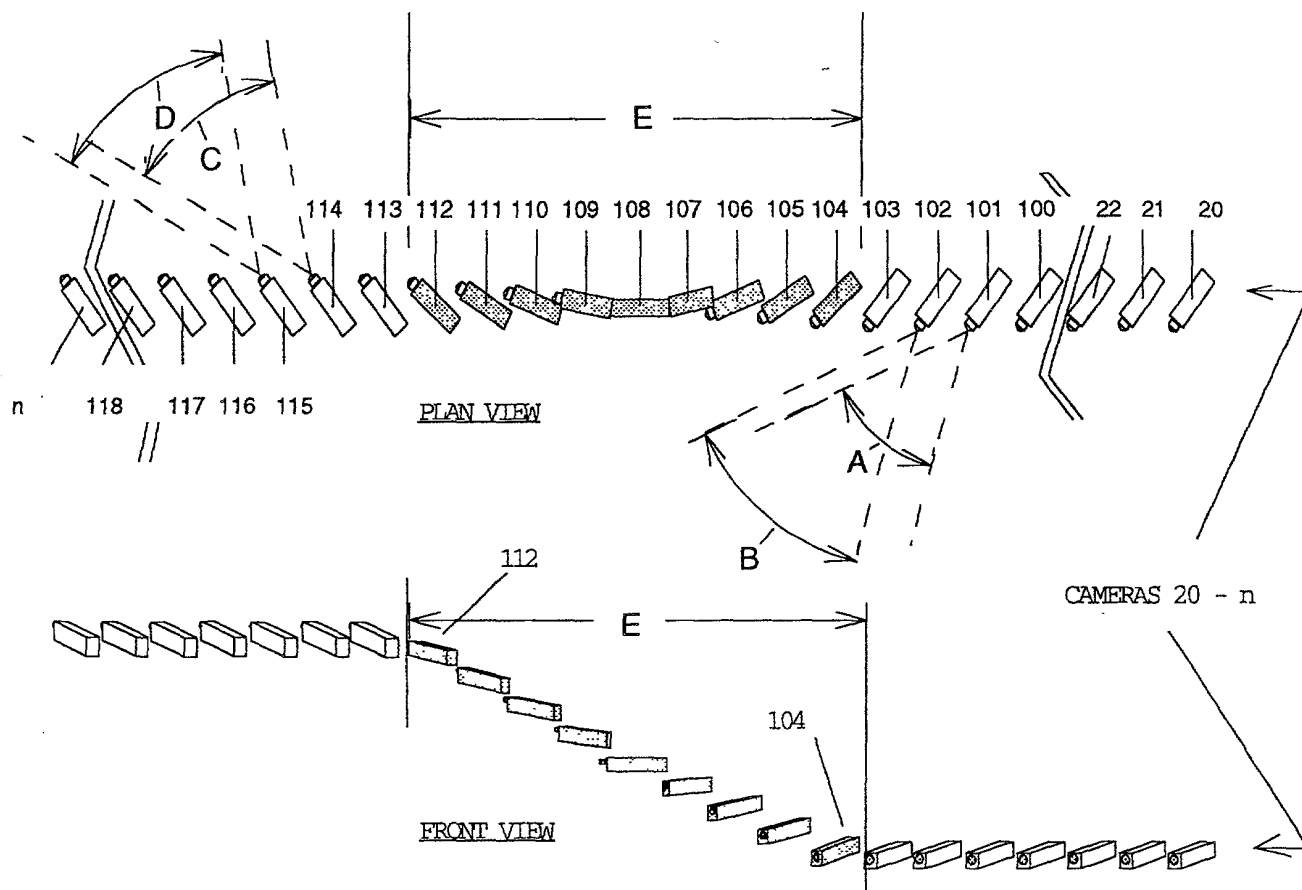


FIG. 2

FIG. 3A

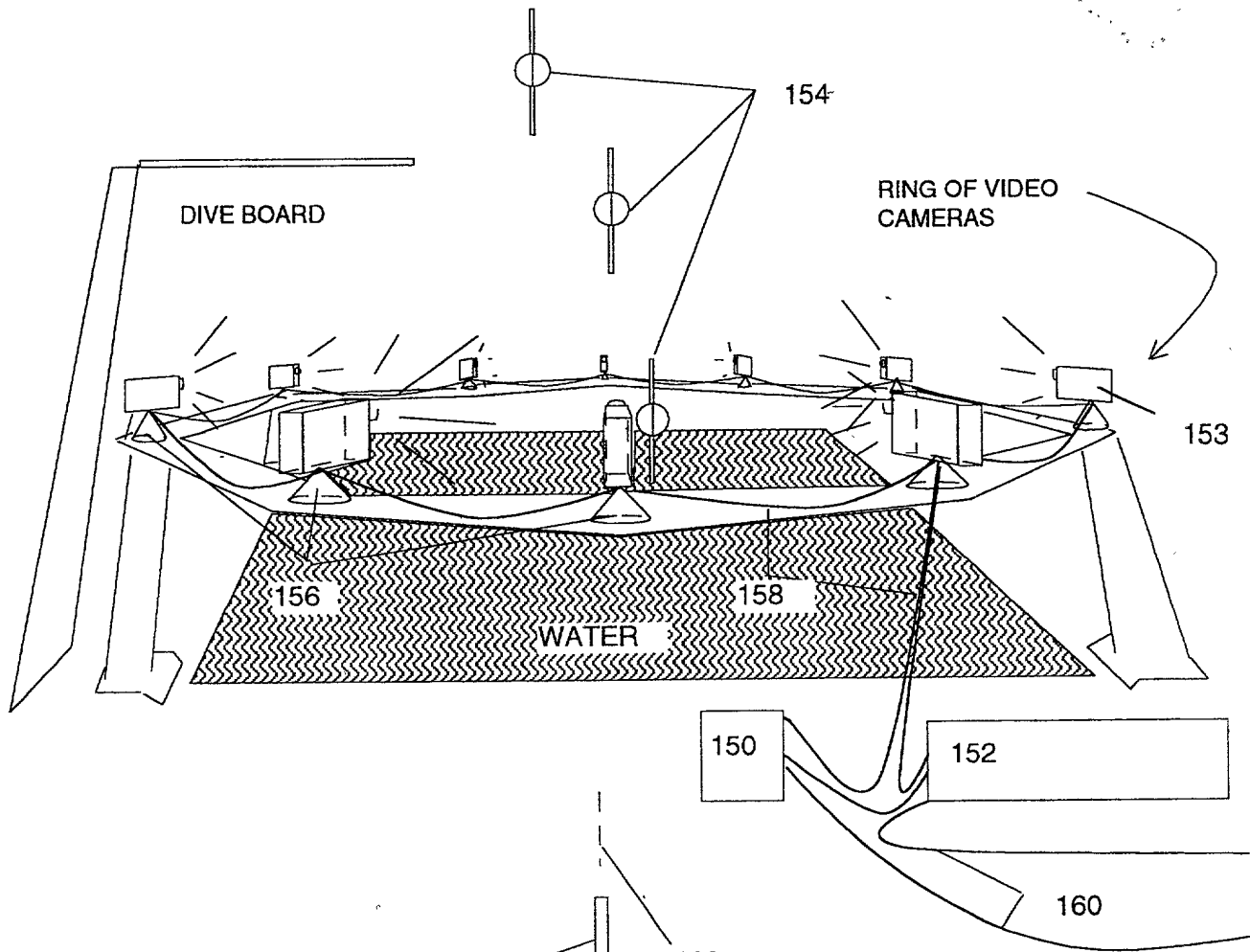


FIG. 3B
ROC TARGET

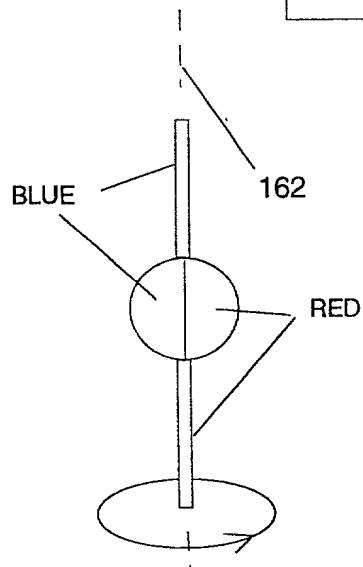


FIG. 4

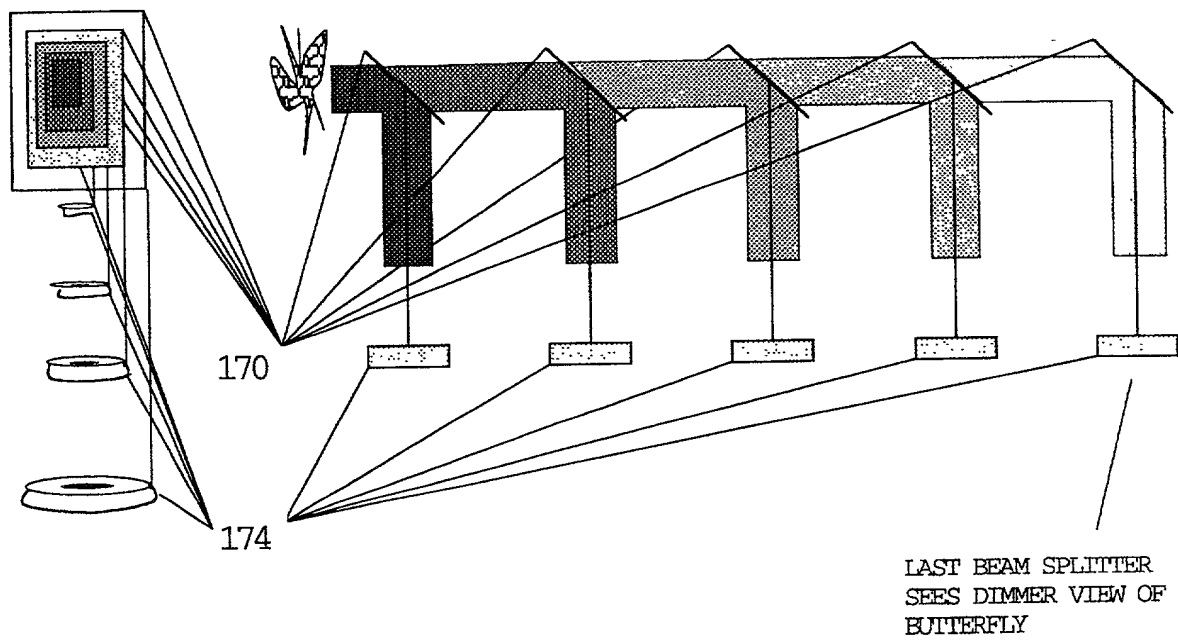


FIG. 5

- 10 Get hue and intensity values of target surface reflectance characteristics from operator
- 20 Get ideal image shape, size, and location in final display image from operator
- 30 For camera x to n, Grab and store image from camera x.
- 40 Load image x into memory location. Look for pixel hue and/or intensity values which are close to those in 10 to find actual x target image
- 50 Compare ideal target shape, size and location with actual x image shape, size and location. Make record of changes in target image from x **as aimed** to bring actual into coincidence with ideal.
- 60 Increment x and repeat lines 20 to 60 until x equals n.

(ROC (Record of Changes) file has been created to adjust recorded or displayed images.)

FIG. 6

- 10 Get hue and intensity values of target surface reflectance characteristics from operator
- 20 Get ideal image shape, size, and location in final display image from operator
- 30 For camera x to n, Grab and store image from camera x.
- 40 Load image x into memory location. Look for pixel hue and/or intensity values which are close to those in 10 to find actual x target image.
- 50 Compare ideal target shape, size and location with actual x image shape, size and location. Make record of changes in camera aim, orientation, focus, focal length, to bring actual into coincidence with ideal.
- 60 Increment x and repeat lines 20 to 60 until x equals n.

(ROC (Record of Changes) file has been created to adjust cameras. Cameras would be adjusted under computer control, according to this ROC file by remote mechanical or electromechanical means. This procedure would be repeated if necessary to update ROC file between adjustments, to fine tune camera array.)

FIG. 7

- 10 For cameras x to n, grab and record images of subject illuminated by different colored light points. Load camera image x and x+1 into raster display memories
- 20 Identify location in raster display memories where same-color light points reside. Record these locations as morph point pairs between camera x and camera x+1 images.
- 30 For cameras x to n, grab and record images of subject illuminated by white light. Load camera images x and x+1 into raster display memories.
- 40 Match subject image x with morph point data x. Match subject image x + 1 with morph point data x + 1.
- 50 Move screen location and hue and brightness values of morph point pixels in image 1 so that they transform incrementally on screen, according to well known interpolation, to produce the desired effect.
- 60 Repeat for sequential pairs of cameras.

FIG. 8

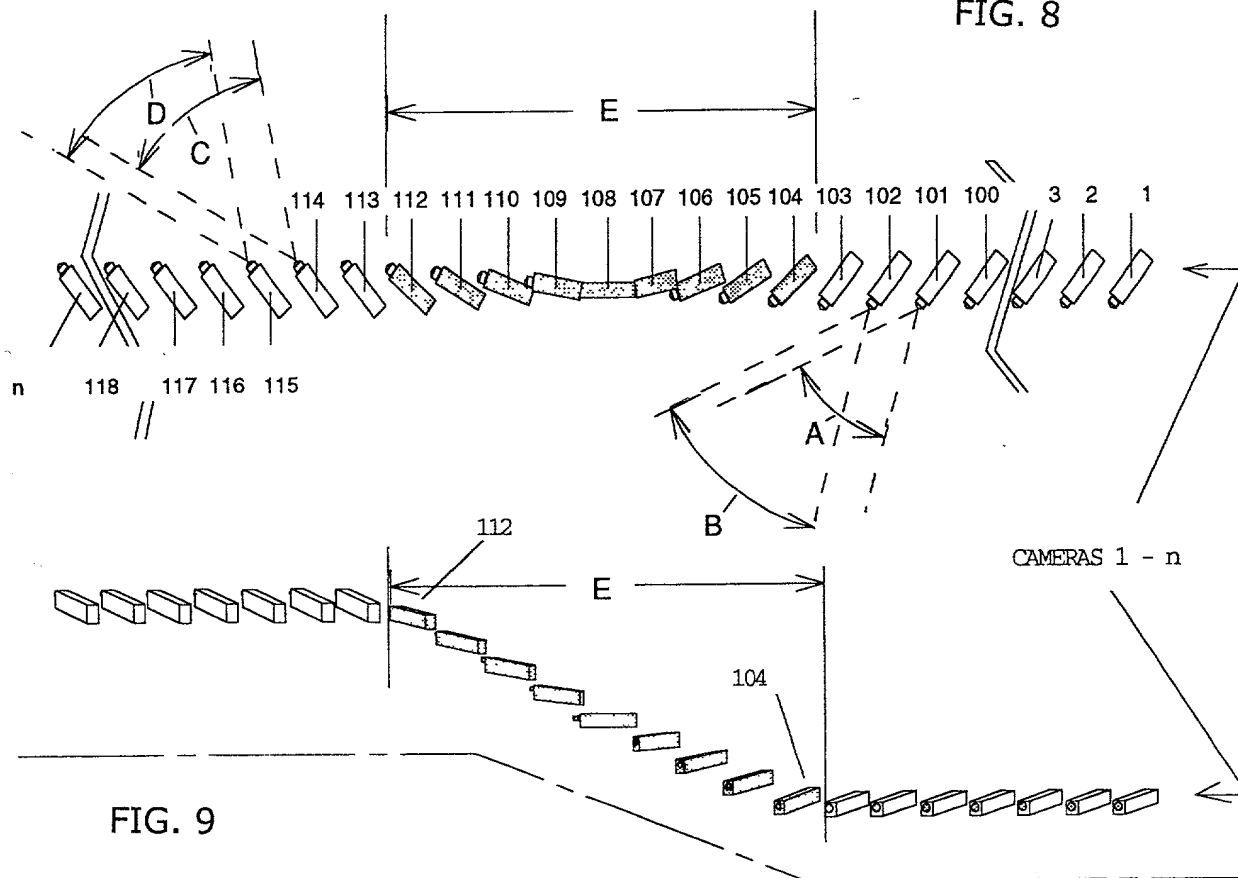
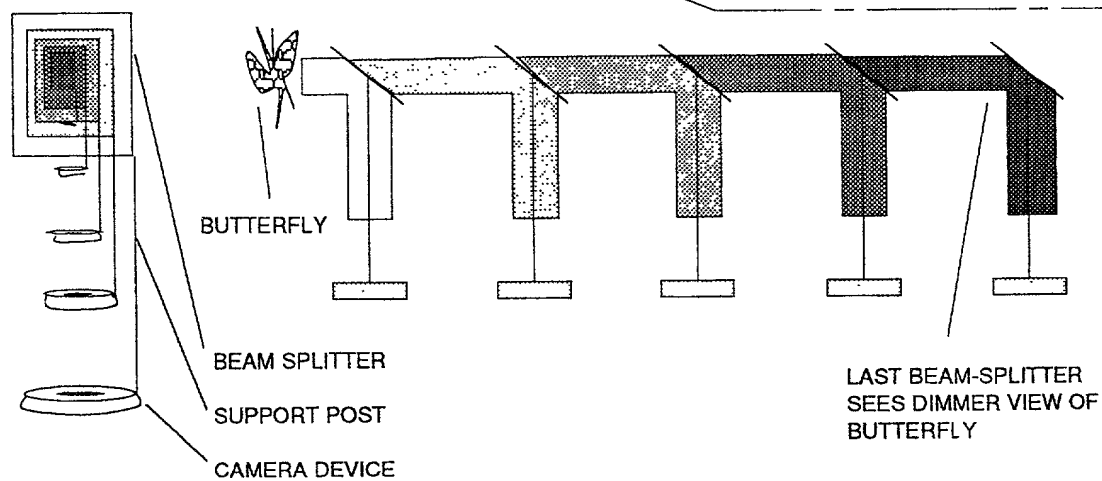


FIG. 9



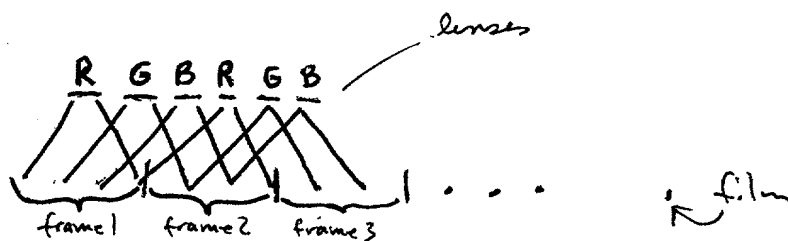
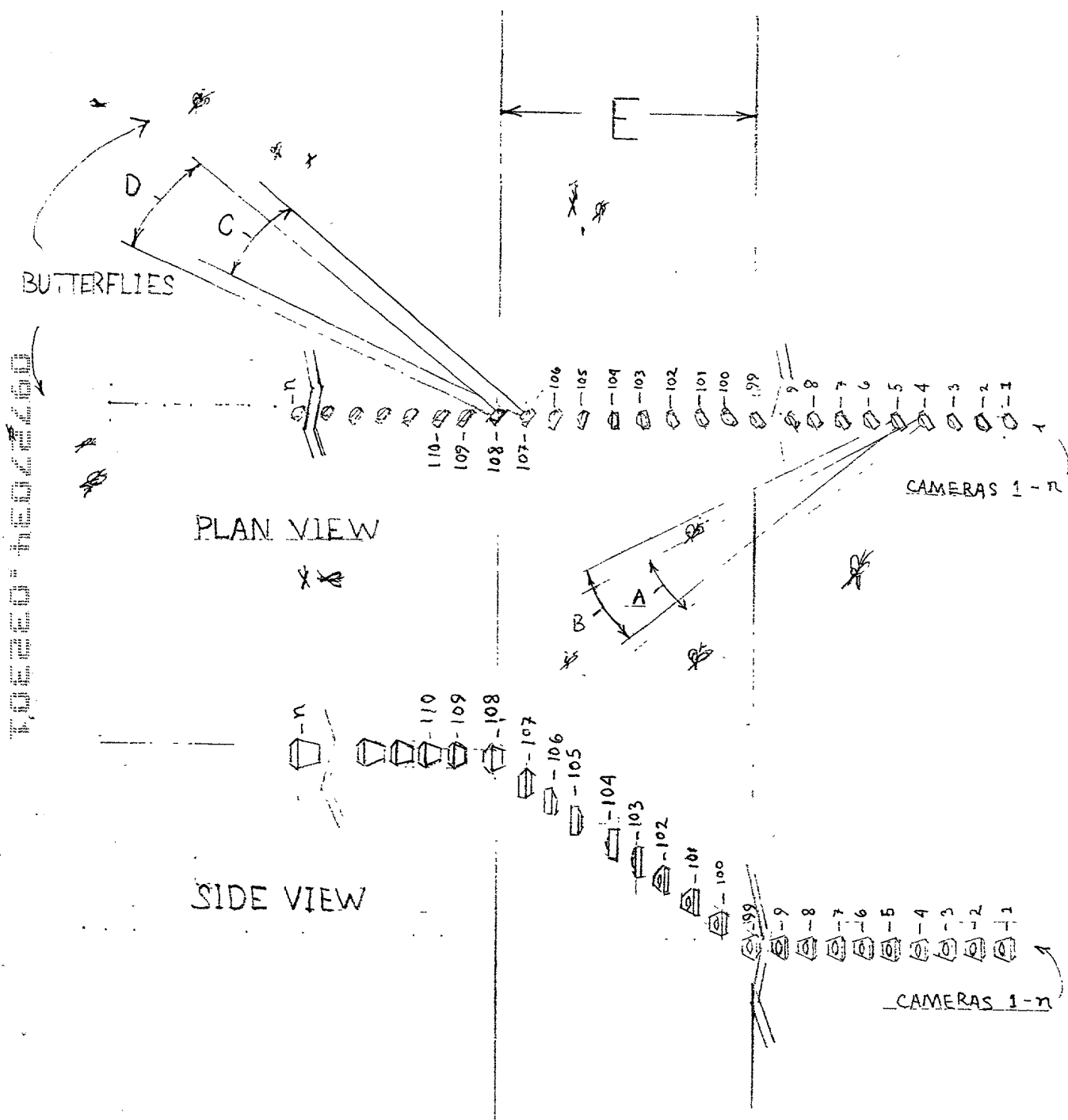


FIG. 10

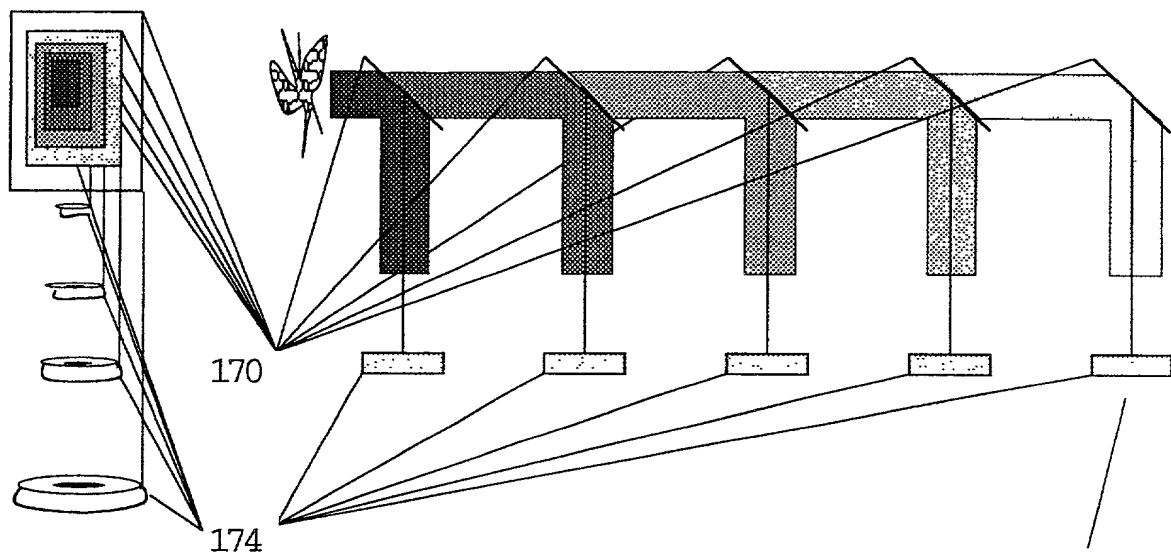
FIG. 11



A hand-drawn sketch of a staircase. The staircase is composed of several steps, each represented by a horizontal line with a slight curve at the ends. A central square opening is located in the middle of the staircase. The opening is filled with a dark, textured pattern. The entire sketch is enclosed within a rectangular frame. There are several small, stylized decorative elements around the frame, including a small cross-like shape at the top center, a small cross-like shape at the top right, and a small cross-like shape at the bottom left. The drawing is done in a simple, sketchy style with black lines on a white background.

FIG. 13

FIG. 14



LAST BEAM SPLITTER
SEES DIMMER VIEW OF
BUTTERFLY

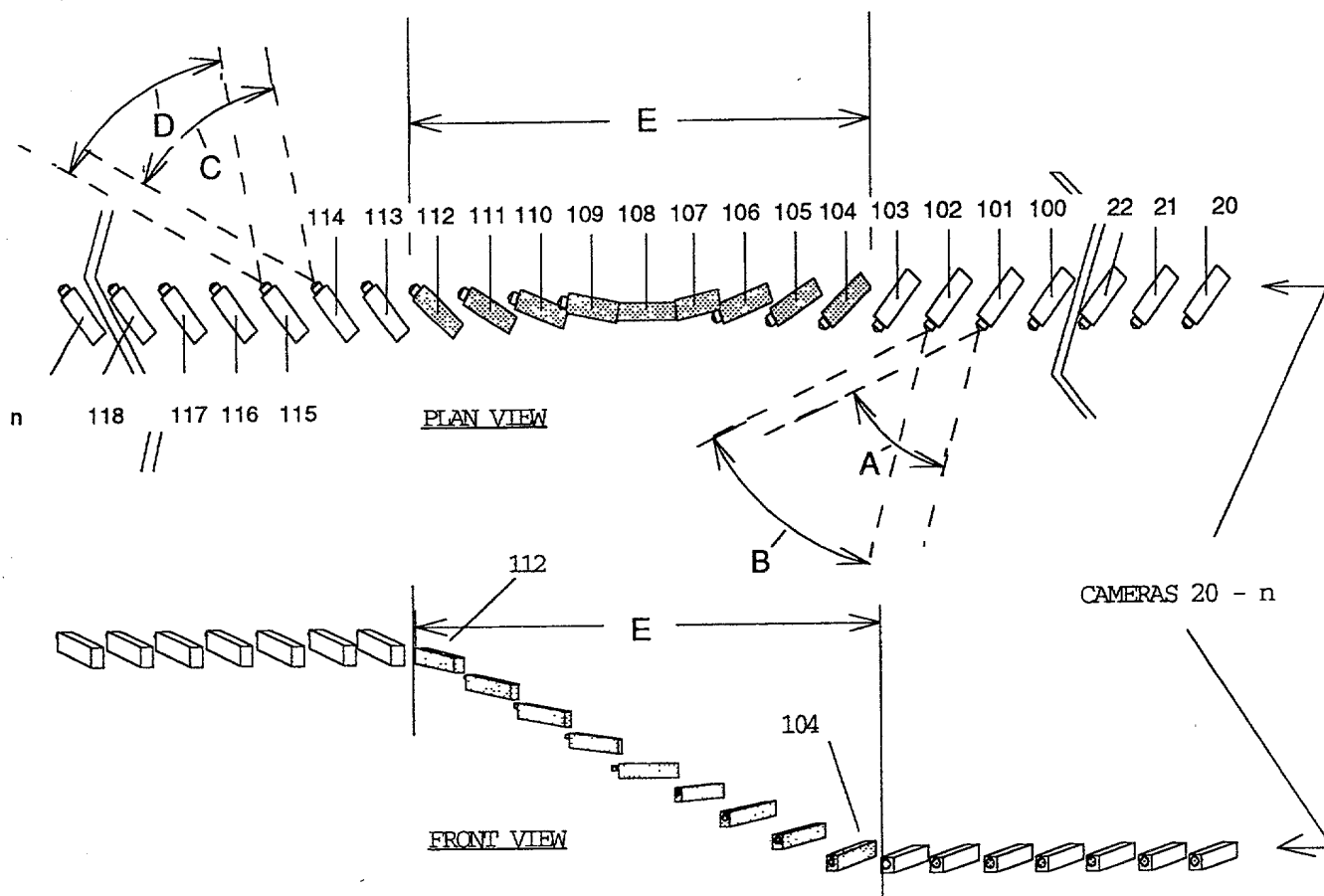


FIG. 15